

# CMSI 371-01

## COMPUTER GRAPHICS

Spring 2016

### Assignment 0428a Feedback

Due to time constraints, this feedback is being kept brief. If you would like a longer discussion of your 3D scene, please contact me and we can find some time for a review.

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*Notes while running (high-priority notes are marked with \*\*\*):*

- Very nicely done. The faceted spheres look great, but the others seem a bit...played with since I last saw the code? Can't tell if you're experimenting or genuinely having trouble figuring out the normals. Maybe you left hints in the code...
- The idea of a scene builder remains as a high ideal for interactive 3D. If you like this stuff, I encourage you to explore it further. From Maya to Minecraft, there is a certain appeal to applications that enable omnipotent world manipulation :)

*Code review (refer to <http://lmucs.github.io/backing-guidelines/> for code-review abbreviations):*

1. OK, checked the code, definitely some clockwise triangles still lurking among your meshes. Heck the very first triangle in your cube/trapezium is in clockwise order.
2. Still, it's true, I don't think it's all just triangle order. The normal arrays themselves can probably use some examination.

1b — | ...Those pesky normals.

1c — +

2a — + ...We have seen that the way matrices are applied necessitates some changes to the lighting code beyond what's in the sample, and that may not yet be done, but what you have is OK for the purposes of the assignment.

2b — + ...I find the perspective projection to be more distorted on the edges than I'm used to, so that can use further examination when more time is available, but OK for the purposes of this assignment.

2c — +

3a — +

3d — +

4a — +

4b — +

4c — +

4d — +

4e — +

4f — +